

'Slippy' Multi-Server WMS Client

Workshop presented at the
ESIP Federation Meeting
Madison, Wisconsin
July 17, 2007

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Workshop Overview

- Introduction to the client
- Overview of development model employed
- Review of components
 - Structural HTML
 - Cascading Style Sheets
 - Javascript
- Where we are headed from here

Introduction to the Client

- After initial page load, all subsequent client requests are submitted directly to WMS servers
- Integrates images generated by multiple WMS servers in a co-registered, tiled interface
- Provides multiple, pre-defined, developer configurable zoom levels
- Automatically requests off-view tiles as user interacts with the interface

Development Model

- Logical Division of Client Components - all implemented within the web browser
 - Structure (HTML): defines the elements of the interface
 - Presentation (CSS): defines how those elements are to be displayed
 - Behavior (JavaScript): defines dynamic behaviors associated with those elements

Components

- Review of the components
 - Base HTML Document
 - Associated CSS File
 - JavaScript Files
 - Configuration
 - Client Functions
 - Prototype Framework

Future Developments

- Ability to dynamically add new layers through the provision of a WMS Capabilities URL
- User-selectable layer display
- User-selectable transparency
- Legend generation

OpenLayers?
<http://openlayers.org/>
<http://openlayers.org/gallery/multiple.html>

Acknowledgments

- US Federal Geographic Data Committee (FGDC) for providing EDAC the initial funding to work with the OGC WMS standard
- NASA's REASoN program for funding our work with open standards and membership in OGC
- Scott Davis for his work on the code upon which the web-based demonstration is based.
- The NM Legislature for providing continuing funding for the Resource Geographic Information System - our operational clearinghouse where we continue to experiment with interoperable technologies.